



FOOTBALL

Competition Regulations

2025

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SECTION 1: PREAMBLE

1. Introduction

- 1.1. The Football competition in the 20th Australian Masters Games is a modified form of 11 aside football.
- 1.2. The Football competition is run by volunteers and is sanctioned by Capital Football.

2. Purpose

- 2.1. The purpose of these Regulations is to:
 - 2.1.1. Provide a protocol which sets out the procedures, guidelines and sanctions for any Participant or Match Official who is involved with the activities associated with the Football.
 - 2.1.2. Ensure that all Participants and Match Officials observe the Regulations.
 - 2.1.3. Ensure that football is played competitively and fairly in accordance with principles of true sportsmanship and in accordance with the Regulations.
 - 2.1.4. Provide a safe and secure environment for everyone involved in Football related activities.

3. Definitions

- 3.1. Definitions of important words and phrases are set out in Schedule 1. Any capitalised terms used in these Regulations will have the meaning given to them in Schedule 1.

SECTION 2: REGISTRATIONS

1. Team Registrations

- 1.1. Team registrations shall be completed in accordance with the instructions provided by Australian Masters Games at [Australian Masters Games](#).
- 1.2. A minimum of 13 Players are required to be registered in each team.
- 1.3. There is a limit of 20 Players as the maximum number of players registered for each team.
- 1.4. Team nominations will only be accepted during the official nomination period, as determined by Football Organisers. The Registration closing date is available on the AMG website - [Football](#).
- 1.5. The Football Organisers may accept late nominations for respective competitions provided that:
 - 1.5.1. The production of the draws will not be delayed.
 - 1.5.2. The resultant competition is not disadvantaged by the entry of one additional team.
 - 1.5.3. The team being entered late can be placed in a competition equivalent to the ability of the team.
 - 1.5.4. A late team registration that could be placed instead of a bye may be accepted provided there is enough venue capacity available.

2. Individual Registrations

- 2.1. Individual registrations shall:
 - 2.1.1. be completed in accordance with the instructions provided by Australian Masters Games at [Australian Masters Games](#)
 - 2.1.2. accompanied by the appropriate fees.
 - 2.1.3. accompanied by appropriate information
- 2.2. Team Managers to advise Players of Team Code so they can join the team.
- 2.3. Individual registrations will only be accepted during the official registration period, as determined by Football Organisers.
- 2.4. The Registration closing date is available on the AMG website - [Football](#)

3. Team Composition

- 3.1. Each team can nominate eighteen (18) registered and financial players for any game.

- 3.2. Goal keepers are granted an age exemption and can be five (5) years below the minimum age requirement (1 age category below) except for the youngest age division where they must be the minimum age to qualify to participate in the Masters games. If the goalkeeper is underage, they are only permitted to play in the position of goalkeeper on the field.
- 3.3. Age will be determined as at the 31st December 2025.
- 3.4. Each team will be allowed to register two (2) underage players who are no more than 2 years underage, except for the youngest age division where they must be the minimum age to qualify to participate in the Masters games. This limit of underage players will include goal keepers.
- 3.5. A registered player will only be eligible to play for one team in an age division, but they will be able to play in more than one (1) age division if they are eligible by age.
- 3.6. Age exemptions are approved at the sole discretion of the Football Convenor.

4. Registration Fees

- 4.1. Australian Masters Games participants pay a 'Games' fee and a 'Sports Specific' fee.
- 4.2. The Sports Specific' fee per player covers;
 - 4.2.1. Field hire costs
 - 4.2.2. Referees' fees
 - 4.2.3. Administration costs
 - 4.2.4. Equipment cost

5. Insurance

- 5.1. Neither the 'Games' fee or 'Sports Specific' fee includes insurance. Competitors are encouraged to have their own insurance coverage relevant to activity they are competing in.

6. Withdrawal of Teams

- 6.1. If your team wishes to withdraw, the Football Convenor must be advised as soon as possible.
- 6.2. Notification must be in writing to amg2025@capitalfootball.com.au
- 6.3. Requests for refunds will be considered in accordance with the Australian Masters Games refund policy and considered on a case by case basis.

SECTION 4: TECHNICAL REGULATIONS

1. Matches Played in Accordance with the Laws of the Game

- 1.1. The Football Competitions will be played under FIFA Rules and the Laws of the Game (LOTG), except where they have been adapted to the format of the competition as specified in these regulations.
- 1.2. The key changes to an 11 aside format is the match duration and yellow cards. All other rules / laws regarding fouls and player and spectator behaviour are as per the Laws of the Game.

2. Number of players on the field

- 2.1. The maximum number of players per team on the field at any time is eleven (11) made up of ten (10) field players and one (1) goal keeper.
- 2.2. The minimum number of players per team on the field at any time will be eight (8).

3. Fields

- 3.1. Football Competitions will be played on full size fields that are within the pitch range for international matches.
- 3.2. Field markings will be in accordance with LOTG.
- 3.2. A map of the Football Venue and fields is at **Schedule 2**.

4. Field Set Up

- 4.1. The Football organisers will endeavour for fields to be set up including the nets and corner flags, an hour prior to the first kick off time, and no later than ½ hour before kick-off.
- 4.2. The Football organisers will be responsible for packing up the nets and corner flags, if required after the last game.

5. Match Balls

- 5.1. The Football organisers will supply two match balls for each game.

6. Duration of Match

- 6.1. Round matches will consist of two (2), 30 minute periods with a five (5) minute half time break.

6.2. A final's match will consist of two (2), 30 minute periods with a five (5) minute half time break.

6.3. Should a match be drawn at full time, NO extra time will be played. A penalty shoot-out, as per FIFA rules, shall apply to determine the winner.

7. Goal Area

7.1. The Goal Area is marked as per LOTG.

7.2. Goals can be scored from anywhere on the field. There is no restriction for goals to be scored from inside or outside the 18 yard box.

7.3. Goal keepers can come out of the 18 yard box but cannot use their hands outside the 18 yard box area.

8. Ball distribution from the goal area

8.1. Once a goalkeeper has controlled the ball with their hands, they have six seconds to distribute the ball.

8.2. To distribute the ball, the ball can be placed on the ground and kicked out, rolled or thrown out, or drop kicked out. Where the ball is placed on the ground to be kicked, it is not live until it has been touched.

9. Technical Area

9.1. A technical area is not marked out for the Football competition.

9.2. Spectators are encouraged to watch the match from the opposite side of the field to where players and substitutes are located and be at least two metres from the sideline.

10. Interchanges

8.1. Football Competitions will have unlimited interchanges.

8.2. Interchanges must still take place, when the ball is out of play, with the approval of the match official.

8.3. Players can leave the field from anywhere, however players entering the field must enter from half way.

9. Jewellery

9.1. As per LOTG the wearing of jewellery is not permitted.

- 9.2. Medic Alert bracelets are the only jewellery approved to be worn. All Medic Alert bracelets and necklace must be securely taped to the body and the Match Officials informed of them being worn prior to the match.

10. Uniform

10.1. Playing shirts:

- 10.1.1. Must have sleeves.
- 10.1.2. Must be matching across the team.
- 10.1.3. Shirt numbers must be permanently fixed to the back of the shirt.
- 10.1.4. No two shirts may display the same number.

10.2. Playing shorts:

- 10.2.1. Must preferably be matching across the team or at a minimum the same colour across the team.
- 10.2.2. If they are numbered, they must be the same number as the playing shirt.
- 10.2.3. If undershorts are worn, they must be the same colour as the playing shorts.

10.3. In case of both teams having the same colours as determined by the referee, the Away team changes i.e., second team named on draw.

10.4. Goal keepers must wear uniforms, with numbered shirts, that clearly contrast with the rest of the team and opposing team.

10.5. It is preferable for Teams not to have all black uniforms, including goal keepers, due to clashes with Match Official uniforms.

10.6. Shin pads must be worn, covered entirely by matching long socks as per LOTG.

10.7. Any game day uniform decisions made by the Match Officials or Venue Staff are final and must be complied with.

11. Offside

- 11.1. Offside rules are as per LOTG.

12. Penalties

- 12.1. Penalties will be taken from the penalty spot.

13. Offences

- 13.1. Offences in the Football competition include but are not limited to:

13.1.1. Slide Tackles - No Slide Tackles are permitted.

13.1.2. No Tackles from behind are permitted.

13.1.3. Aggressive play is not tolerated.

13.1.4. Dissent and foul language is not tolerated.

13.2. Penalties for the above offences include but are not limited to:

13.2.1. Yellow Card – 5 minute sin-bin – no replacement

13.2.2. Yellow Card - second offence – sent from the field – no replacement.

13.2.3. Any player(s) involved in aggressive behaviour – verbal or physical will be sent off immediately (Red Card)

13.2.4. Anyone abusing Football organisers, venue staff or volunteer will be red carded.

13.3. **Disciplinary**

13.3.1. Team Officials are responsible for the conduct of their players and must withdraw any player who is unwilling to play in the intended spirit: fun and fellowship

13.3.2. The Referee will have sole discretion as to disciplinary action against rough or unsporting conduct on the field.

13.3.3. If a yellow card is shown to a player, the player will be given a sinbin and the player must leave the field for five minutes. A team may not replace the player who has received a yellow card.

13.3.4. Two (2) yellow cards in a game will be considered the equivalent of a red card as in FIFA rules.

13.3.5. If a player is given a red card (sent off) the player shall receive an immediate one (1) match suspension. The suspension applies to the competition the player is registered in and they will not be eligible to play for any other team until the suspension is served. A forfeited game or a game cancelled due to weather where the player was illegible to play will not be counted as a suspension game.

13.3.6. Should a team play a suspended player, it will forfeit the game and it will be recorded as a 3 nil loss.

13.3.7. Any player who has been sent off for the second time (red card) during the competition is automatically suspended for the remainder of the competition.

- 13.3.8. The Disciplinary Committee can impose a longer suspension if found the players actions warrant further suspension.
- 13.3.9. Any suspended player who receives a suspension for more than one match has the right to appeal to the Disciplinary Committee. The suspended player will be notified of their suspension before their next scheduled game. A notice of intention to appeal must be given to the Football Convenor within two hours of the completion of that match. The Disciplinary Committee shall be made up from one (1) representative from the referees; one (1) representative from the tournament management committee; one (1) representative from the teams in that division; and the Football Convenor.
- 13.3.10. The Disciplinary Committee shall meet before the next scheduled game of the suspended player and the decision of Disciplinary Committee shall be final.

SECTION 4: COMPETITION ARRANGEMENTS

1. Competition dates

- 1.1. The Football Competitions will commence on Sunday 19 October 2025 and conclude on Saturday 25 October 2025.
- 1.2. Round Matches will be played 19-24 October 2025.
- 1.3. Finals Matches will be played on 25 October 2025.

2. Age Groups and Divisions

- 2.1. The following age groups and divisions are being offered for the Football Competition.

Men's								
Div 1	35+	40+	45+	50+	55+	60+	65+	70+
Div 2	35+	40+	45+	50+	55+			

Women's						
Div 1	30+	35+	40+	45+	50+	55+
Div 2	30+	35+	40+	45+		

- 2.2. A minimum of four teams is required per Division to have a competition. Teams may be moved into a different division or divisions may be amalgamated to make a viable competition. Actual competition composition will depend on the number of teams entered and the divisions nominated.
- 2.3. The Football Organisers will contact Team Managers in the event a team needs to be moved to a different division.

3. Division Definitions

- 3.1. There are two divisions.

- 3.1.1. **Div 1 - Competitive:** Teams that have three or more players with international, national or state representative open experience, have played in the open National Premier Leagues (NPL), or play in the top grades in the local level competition level. Teams without international, national or state representative, or NPL players are still encouraged to enter this Division, but should expect games of a very competitive nature.

3.1.2. **Div 2 - Social:** Open to everyone, including teams / individuals that participate or have participated, in the lower grades at a local level competition level.

3.2. In the age groups where there is only one (1) division, the Competition will be referred to as Division 1.

3.3. Teams and players in the single division competitions will have a mix of playing experience.

3.4. The Football Convenor reserves the right to move teams between Divisions.

4. Fixtures

4.1. Fixtures will be provided to Team Managers and be provided on the Australian Masters Games website.

4.2. Fixtures are subject to change at late notice. The Football Organisers will endeavour to contact all teams affected by such changes but may not always be able to do so pending timeframe of late notice.

4.3. Teams are responsible for checking the draw regularly prior to their matches to ensure that they are aware of any draw changes.

5. Points Allocation

5.1. Points will be allocated as follows:

Outcome	Points
Win	3
Draw	1
Bye/Null and Void	0
Loss	0
Forfeit Win	3

6. Late Start

6.1. Matches will commence at the appointed time.

6.2. Where a match starts after the prescribed kick off time, the playing time of the match shall be reduced at the Match Official's discretion; the match shall be played in two (2) equal periods.

6.3. If a team fails to enter the field of play or has an insufficient number of players for the match to proceed after five (5) minutes from kick off, the Match Official shall inform both teams that the game is a forfeit.

6.4. Where both teams are at fault for the match not kicking off, the fixture will be deemed null and void.

7. Forfeiture of Matches

7.1. Teams must notify the Football Organiser at least 48 hours prior to their match of their intention to forfeit.

7.2. Forfeiture of match will result in a score-line of 3-0 being recorded against the forfeiting team.

8. Abandonment of Matches

8.1. Matches may be abandoned by the appointed referee on the grounds of:

8.1.1. Threatening behaviour or conduct by player, team, spectator, or team officials.

8.1.2. Insufficient players left on the field.

8.1.3. Physical violence against an appointed referee, player, spectator or team officials.

8.2. An abandoned match as a result of player, spectator, or team official's conduct will result in the awarding of a 3-0 result being recorded against the offending team.

8.3. Teams or individuals found responsible for the abandonment of matches may also be subject to suspensions as determined by the Disciplinary Committee.

8.4. Matches may also be abandoned due to circumstances beyond the control of the appointed referee such as:

8.4.1. Unsafe pitch conditions

8.4.2. Insufficient lighting

8.4.3. Fire, flood or bomb threat

8.4.4. Or any other conditions that may endanger the player safety causing the abandonment of matches.

8.5. In circumstances described by Section 4 Regulation 7.4, neither team will be penalised as a result of the abandonment, the match will recommence once conditions are deemed satisfactory for play to recommence.

8.6. Matches will recommence from the point of abandonment and scores will commence unchanged from those recorded at the time of abandonment.

- 8.7. If matches are unable to recommence on the day of the abandonment due to time constrictions, matches may be rescheduled at the discretion of Football Organisers.
- 8.8. Where a match under Section 4 Regulation 7.4 has no bearing on the result of the competition, it may be cancelled by Football Organisers with the consent of both teams.
- 8.9. Games cancelled in accordance with Section 4 Regulation 7.8 will be recorded as a scoreless draw with both teams given one (1) point.
- 8.10. In the event of a walk-off by a team before the end of a match, that team will be considered to have forfeited the match. In the event that the score line against the offending team is greater than 0 – 3, the match will be abandoned, and the score will be recorded as it was prior to the walk-off.

9. Borrowing Players

- 9.1. A player must be fully registered in a Football Competition to be permitted as a borrowed player.
- 9.2. Borrowed players must be age eligible as per Section 2 Regulation 3.
- 9.3. A borrowed player will be any player that is not named on the team list submitted upon nomination.
- 9.4. A player may be borrowed up to a total of five (5) times throughout the Football Competition for any one team.
- 9.5. A borrowed player must have played three (3) Round matches to qualify to play in finals.
- 9.6. Breaches of the above 'Borrowing Players' regulations will result in the team playing an ineligible player, a forfeit being awarded to the non-offending team.

10. Unregistered Players

- 10.1. Any player playing with a team in any competition who is not correctly registered in line with these regulations shall be deemed an unregistered player.
- 10.2. The playing of unregistered players is not permitted under any circumstances and will result in the offending team forfeiting the match.

SECTION 6: TEAM SHEETS & RESULTS

1. Team Sheets **Not relevant if we use an App**

- 1.1. Team Sheets will be supplied by the Football Organisers prior to the match being played, but they are not responsible for ensuring team sheets are filled out.
- 1.2. Team Managers should 'mark' each player playing each week.
- 1.3. It is the responsibility of the respective teams to ensure that team sheets are correct and include all player's names, and shirt numbers at least five (5) minutes prior to the start of the match.
- 1.4. Only players correctly listed on the team sheets will be permitted to participate. Changes can be made to the team sheet up until the commencement of the second half of play.
- 1.5. Should a player take the field that is not listed on the team sheet they will be deemed ineligible, refer to Section 6 Regulation 1.3.
- 1.6. The referee may refuse to let a team take the field until that team's part of the team sheet has been presented to the referee.
- 1.7. A team's team sheet must be shown to the captain or manager of the opposing team at his or her request.
- 1.8. All players listed on the team sheet must have in their possession their Australian Masters Games accreditation which must be produced at sign in.
- 1.9. The detection of a breach against a status or registration regulation after viewing the opposing team's identification record may be the subject of a protest by that team but will not be cause for the match not to be played or to be abandoned. Such protests will only be considered if they are forwarded in writing to Football Convenor within forty-eight (48) hours of the event.
- 1.10. At the conclusion of the match, representatives from both teams are required to sign the team sheet to verify the score.
- 1.11. Any Team supplying false information shall be deemed to have been guilty of misconduct and dealt with under guidance by the Football Convenor.

2. Results of Matches

- 2.1. The Football Organising staff will be responsible for keeping and recording match results and making them available for teams to access, within twenty-four (24) hours after the final match of the night.
- 2.2. If a team believes a score line to be incorrect, the team manager needs to contact the Football Convenor as soon as possible after the fixture but no later than within twenty-four (24) hours after the fixture.
- 2.3. The Football Convenor will contact the relevant parties to determine the score line and update the results as required.

SECTION 7: MATCH OFFICIALS

1. Appointments

- 1.1. The Football Organisers will appoint referees to matches where possible.
- 1.2. A match may proceed with a minimum of one (1) appointed referee.
- 1.3. In the event of a match being played without an appointed referee, both teams will be notified where possible by Football Organisers and the home team will be responsible for supplying an individual to referee the match.

2. Reporting

- 2.1. If a player is sent off, the referee must complete a send-off report within 24 hours.
- 2.2. If a referee exercises his or her discretionary powers to suspend or abandon a match as per the guidelines in **Regulation 4.11** or any other cause, they must submit an incident report within twenty-four (24) hours after the fixture.

SCHEDULE 1: TERMS

Away team means the team listed second in the draw

Capital Football is the Member Federation which has jurisdiction for football in the ACT and surrounding region.

Delegate means the official representative for a team

Member Federation means Capital Football

FA means Football Australia

FIFA means Federation Internationale De Football Association

Football Convenor means the person responsible for the Football Competitions

Home team means the team listed first on the draw

LOTG means Laws of the Game, the FIFA endorsed futsal laws for officials

Match Official means a referee, assistant referee, third official or Referee Assessor

Player means a person who is registered to play in the Football Competition in the Australian Masters Games.

Team means a group of Players to participate in the Football Competition in the Australian Masters Games.

